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2 Bounding pipeline and instruction cache performance Healy, C.A.; Arnold, R.D.; Mueller, F.; Whalley, D.B.; Harmon, M.G.; Computers, IEEE Transactions on , Volume: 48 , Issue: 1 , Jan. 1999 Pages:53 - 70

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²¹ Beyond induction variables

Michael Wolfe

July 1992 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1992 conference on Programming language design and implementation, Volume 27 Issue 7

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Induction variable detection is usually closely tied to the strength reduction optimization. This paper studies induction variable analysis from a different perspective, that of finding induction variables for data dependence analysis. While classical induction variable analysis techniques have been used successfully up to now, we have found a simple algorithm based on the Static Single Assignment form of a program that finds all linear induction variables in a loop. Moreover, this algorith ...

22 Visualization for program understanding: A system for graph-based visualization of the evolution of software

Christian Collberg, Stephen Kobouroy, Jasvir Nagra, Jacob Pitts, Kevin Wampler June 2003 Proceedings of the 2003 ACM symposium on Software visualization

Full text available: pdf(3.80 MB)

Additional Information: full citation, abstract, references

We describe GEVOL, a system that visualizes the evolution of software using a novel graph drawing technique for visualization of large graphs with a temporal component. GEVOL extracts information about a Java program stored within a CVS version control system and displays it using a temporal graph visualizer. This information can be used by programmers to understand the evolution of a legacy program: Why is the program structured the way it is? Which programmers were responsibl ...

23 A general-purpose algorithm for analyzing concurrent programs Richard N. Taylor

May 1983 Communications of the ACM, Volume 26 Issue 5

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Developing and verifying concurrent programs presents several problems. A static analysis algorithm is presented here that addresses the following problems: how processes are synchronized, what determines when programs are run in parallel, and how errors are detected in the synchronization structure. Though the research focuses on Ada, the results can be applied to other concurrent programming languages such as CSP.

²⁴ <u>Visualizing interactions in program executions</u>	ijo je
Dean F. Jerding, John T. Stasko, Thomas Ball	
May 1997 Proceedings of the 19th international conference on Software engineering	
Full text available: pdf(1.72 MB) Additional Information: full citation, references, citings, index terms	
Keywords: object-oriented software engineering, program understanding, reverse	
engineering, software visualization	
25 Anatomy of a hardware compiler	889 B
K. Keutzer, W. Wolf June 1988 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1988 conference	
on Programming Language design and Implementation, Volume 23 Issue 7	
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Programming-language compilers generate code targeted to machines with fixed architectures, either parallel or serial. Compiler techniques can also be used to generate the	
hardware on which these programming languages are executed. In this paper we	
demonstrate that many compilation techniques developed for programming languages are	
applicable to compilation of register-transfer hardware designs. Our approach uses a typical	
syntax-directed translation \rightarrow global optimization \rightarrow local	
²⁶ A fast and accurate framework to analyze and optimize cache memory behavior	
Xavier Vera, Nerina Bermudo, Josep Llosa, Antonio González	86. X.
March 2004 ACM Transactions on Programming Languages and Systems (TOPLAS),	
Volume 26 Issue 2 Full text available: <mark>pdf(270.06 KB)</mark> Additional Information: <u>full citation, abstract, references, index terms</u>	
The gap between processor and main memory performance increases every year. In order to overcome this problem, cache memories are widely used. However, they are only	
effective when programs exhibit sufficient data locality. Compile-time program	
transformations can significantly improve the performance of the cache. To apply most of	
these transformations, the compiler requires a precise knowledge of the locality of the different sections of the code, both before and after being transformed. Cache	
different sections of the code, both before and after being transformed code in	
Keywords: Cache memories, optimization, sampling	
27 Symbolic pointer analysis	
Jianwen Zhu	325.945
November 2002 Proceedings of the 2002 IEEE/ACM international conference on	
Computer-aided design	
Full text available: pdf(111.91 KB) Additional Information: full citation, abstract, references, index terms	
One of the bottlenecks in the recent movement of hardware synthesis from behavioral C	
programs is the difficulty in reasoning about runtime pointer values at compile time. The pointer analysis problem has been investigated in the compiler community for two decades,	
which has yielded efficient, polynomial time algorithms for context-insensitive analysis.	
However, at the accuracy level for which hardware synthesis is desired, namely context and	
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System-Dependence-Graph-Based Slicing of Programs with.. - Sinha, Harrold (1998) (Correct) (15 citations) or expression depends. Each PDG contains an entry vertex that represents entry into the procedure. To Slicing of Programs with Arbitrary Interprocedural Control Flow Saurabh Sinha Computer and Info. Science www.cis.ohio-state.edu/~harrold/research/./webpapers/icse99.ps

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